Dragon Age
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Franchise Special

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DRAGON AGE TIME LINE...

2009 DRAGON AGE: ORIGINS

2010 DRAGON AGE: ORIGINS – AWAKENING

2011 DRAGON AGE II

2014 DRAGON AGE: INQUISITION

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2009 DRAGON AGE: ORIGINS

DRAGON AGE: ORIGINS IS A 2009 ROLE-PLAYING VIDEO GAME DEVELOPED BY BIO-WARE AND PUBLISHED BY ELECTRONIC ARTS. IT IS THE FIRST GAME IN THE DRAGON AGE FRANCHISE.

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2009 DRAGON AGE: ORIGINS

SET IN THE FICTIONAL KINGDOM OF FERELDEN DURING A PERIOD OF CIVIL STRIFE, THE GAME PUTS THE PLAYER IN THE ROLE OF A WARRIOR, MAGE, OR ROGUE COMING FROM AN ELVEN, HUMAN, OR DWARVEN BACKGROUND.

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2009 DRAGON AGE: ORIGINS

THE PLAYER CHARACTER IS RECRUITED INTO THE GREY WARDENS, AN ANCIENT ORDER THAT STANDS AGAINST MONSTROUS FORCES KNOWN AS "DARK-SPAWN", AND IS TASKED WITH DEFEATING THE ARCH-DEMON THAT COMMANDS THEM AND ENDING THEIR INVASION.

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2009 DRAGON AGE: ORIGINS

THE GAME IS PLAYED FROM A THIRD-PERSON PERSPECTIVE THAT CAN BE SHIFTED TO A TOP-DOWN PERSPECTIVE.

THROUGHOUT THE GAME, PLAYERS ENCOUNTER VARIOUS COMPANIONS, WHO PLAY MAJOR ROLES IN THE GAME'S PLOT AND GAMEPLAY.

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2009 DRAGON AGE: ORIGINS

ORIGINS RECEIVED CRITICAL ACCLAIM UPON RELEASE, WITH PRAISE MOSTLY DIRECTED AT ITS STORY, SETTING, CHARACTERS, MUSIC AND COMBAT SYSTEM.

IT SOLD MORE THAN 3.2 MILLION COPIES AND 1 MILLION PIECES OF DOWNLOADABLE CONTENT.

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2010 DRAGON AGE: ORIGINS – AWAKENING

DRAGON AGE: ORIGINS – AWAKENING IS THE EXPANSION FOR THE ROLE-PLAYING VIDEO GAME DRAGON AGE: ORIGINS.

AWAKENING ADDS A NEW CAMPAIGN THAT TAKES PLACE DURING THE AFTERMATH OF DRAGON AGE: ORIGINS.

DRAGON AGE ORIGINS AWAKENING

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2010 DRAGON AGE: ORIGINS – AWAKENING

THE GAME FEATURES NEW CLASS SPECIALIZATIONS AND SKILLS FOR THE PLAYER TO DEVELOP.

AWAKENING WAS RELEASED FOR MICROSOFT WINDOWS, OS X, PLAYSTATION 3 AND XBOX 360 ON 2010.

THE PLAYER HAS THE OPTION TO EITHER IMPORT THEIR CHARACTER FROM THE MAIN GAME OR START OVER AS A WARDEN FROM ORLAIS, STARTING A NEW ORIGIN STORY.

IF A NEW CHARACTER IS CREATED, THE STORY FROM THE MAIN GAME IS SET TO A DEFAULT ENDING.

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2010 DRAGON AGE: ORIGINS – AWAKENING

IF THE CHARACTER IS IMPORTED, THE STORY IN AWAKENING WILL CONTINUE FROM THAT DETERMINED BY THE PLAYER IN ORIGINS AND THE CHARACTER WILL RETAIN THEIR ATTRIBUTES, SKILLS, SPELLS ETC. AS WELL AS CERTAIN EQUIPMENT.

DRAGON AGE ORIGINS AWAKENING

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2010 DRAGON AGE: ORIGINS – AWAKENING

THE EXPANSION CONTINUES THE STORY, INCLUDING FIVE NEW RECRUITABLE PARTY MEMBERS AND OGHREN FROM DRAGON AGE: ORIGINS, NEW SPELLS AND ABILITIES, A RAISE IN THE LEVEL CAP, NEW ENEMIES SUCH AS THE INFERNO GOLEM AND THE QUEEN OF THE BLACKMARSH, AND NEW ITEMS.

DRAGON AGE: ORIGINS IS SET SIX MONTHS AFTER THE EVENTS OF DRAGON AGE: ORIGINS IN THE LAND OF AMARANTHINE.

DRAGON AGE ORIGINS AWAKENING

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2010 DRAGON AGE: ORIGINS – AWAKENING

AWAKENING PLACES THE PLAYER IN THE ROLE OF A GREY WARDEN TRYING TO REBUILD THE ORDER WHILE ALSO DEALING WITH POLITICAL MATTERS AS THE ARL OF AMARANTHINE.

DRAGON AGE: ORIGINS – AWAKENING RECEIVED MOSTLY POSITIVE REVIEWS.

DRAGON AGE ORIGINS AWAKENING

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2011 DRAGON AGE II

DRAGON AGE II IS A 2011 ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY BIO WARE AND PUBLISHED BY ELECTRONIC ARTS.

IT IS THE SECOND MAJOR GAME IN THE DRAGON AGE SERIES AND THE SUCCESSOR TO DRAGON AGE: ORIGINS (2009).

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2011 DRAGON AGE II

SET IN THE WORLD OF THEDAS, PLAYERS ASSUME THE ROLE OF HAWKE, A HUMAN MAGE, ROGUE, OR WARRIOR WHO ARRIVES IN THE CITY OF KIRKWALL AS A LOWLY REFUGEE, AND BECOMES ITS LEGENDARY CHAMPION OVER A TURBULENT DECADE OF POLITICAL AND SOCIAL CONFLICT.

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2011 DRAGON AGE II

IN THE GAME, PLAYERS EXPLORE AND ENGAGE IN COMBAT FROM A THIRD-PERSON PERSPECTIVE. PLAYERS ENCOUNTER VARIOUS COMPANIONS, WHO PLAY MAJOR ROLES IN THE GAME'S PLOT AND GAMEPLAY.

DEPENDING ON PLAYERS' DECISIONS AND DIALOGUE, A COMPANION WILL EITHER RECOGNIZE HAWKE AS A FRIEND OR A RIVAL.

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2011 DRAGON AGE II

DRAGON AGE 2 WAS RELEASED FOR MICROSOFT WINDOWS, PLAYSTATION 3, XBOX 360 AND OS X IN MARCH 2011.

THE GAME RECEIVED GENERALLY POSITIVE REVIEWS FROM CRITICS, WHO PRAISED ITS GAMEPLAY.

DRAGON AGE
INQUISITION

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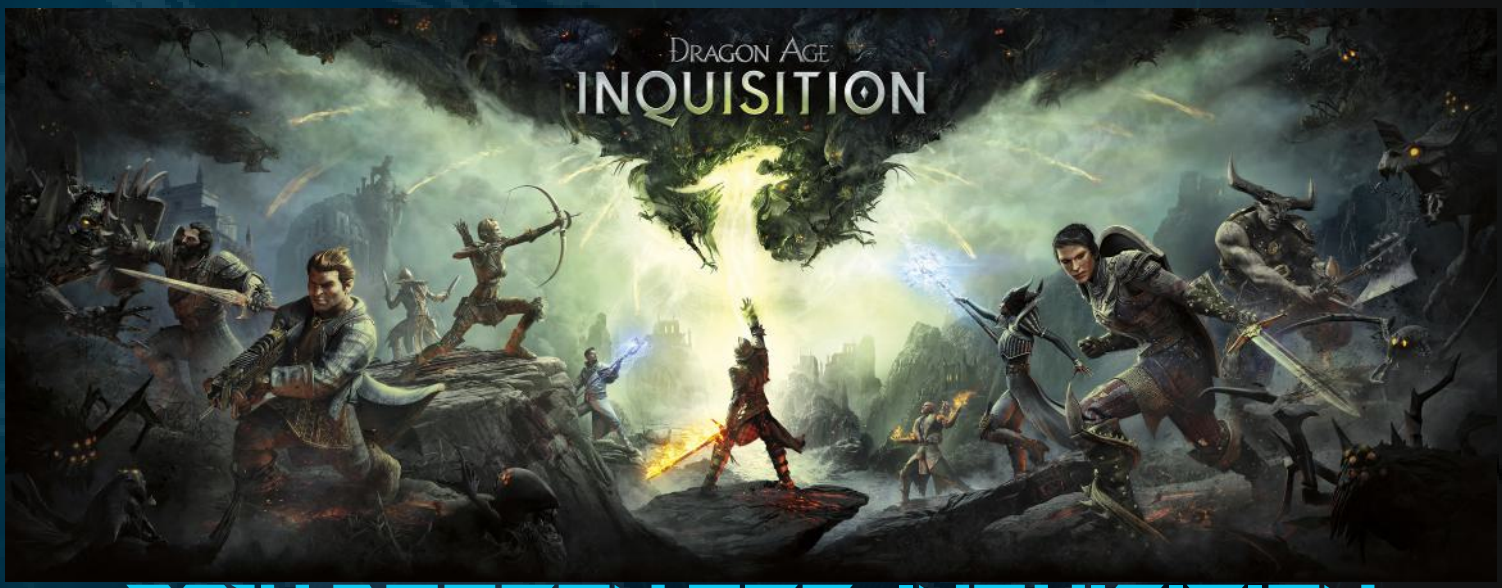

2014 DRAGON AGE: INQUISITION

DRAGON AGE: INQUISITION IS A 2014 ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY BIOWARE AND PUBLISHED BY ELECTRONIC ARTS.

THE THIRD MAJOR GAME IN THE DRAGON AGE FRANCHISE, INQUISITION IS THE SEQUEL TO DRAGON AGE II (2011).

DRAGON AGE INQUISITION

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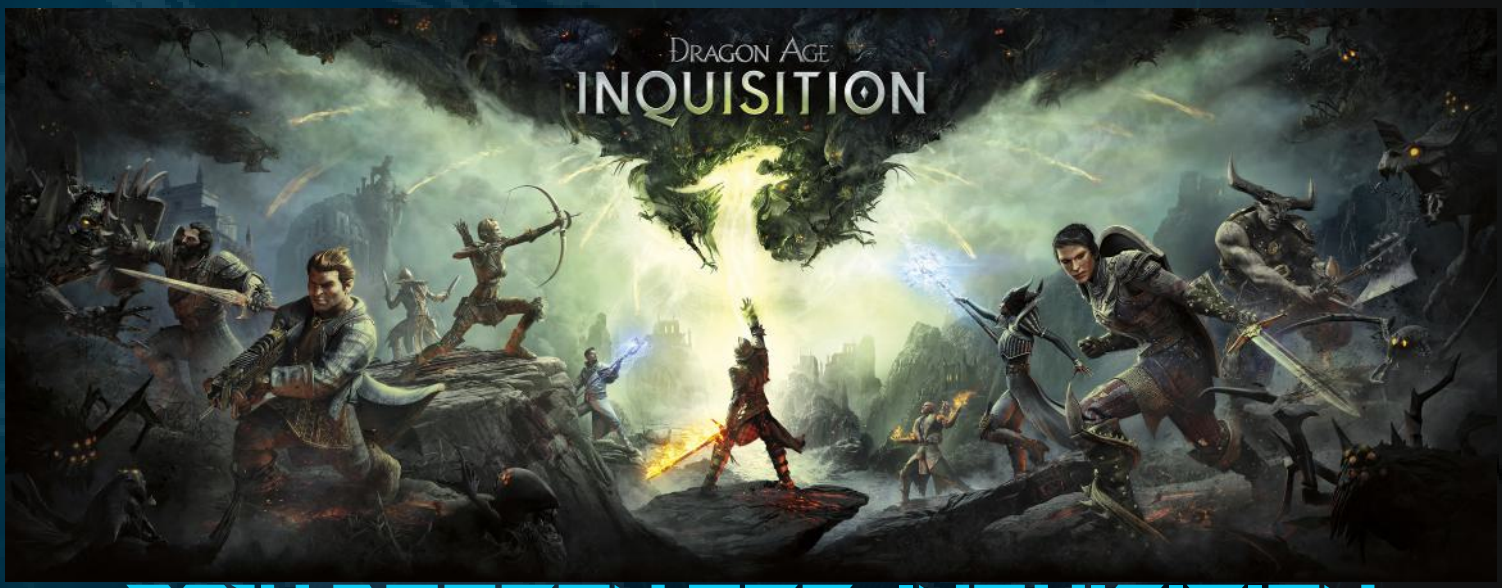

2014 DRAGON AGE: INQUISITION

THE STORY FOLLOWS A PLAYER CHARACTER KNOWN AS THE INQUISITOR ON A JOURNEY TO SETTLE THE CIVIL UNREST IN THE CONTINENT OF THEDAS AND CLOSE A MYSTERIOUS TEAR IN THE SKY CALLED THE "BREACH", WHICH IS UNLEASHING DANGEROUS DEMONS UPON THE WORLD.

DRAGON AGE INQUISITION

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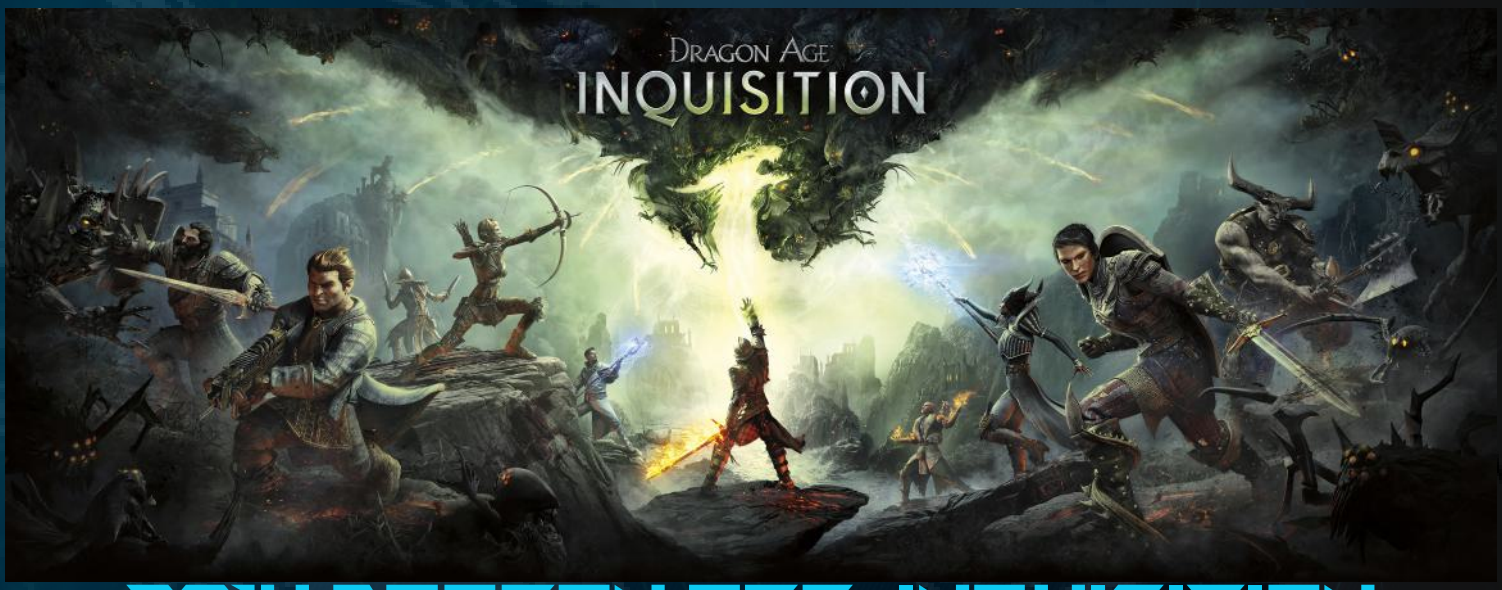

2014 DRAGON AGE: INQUISITION

DRAGON AGE: INQUISITION'S GAMEPLAY IS SIMILAR TO ITS PREDECESSORS, ALTHOUGH IT CONSISTS OF SEVERAL SEMI-OPEN WORLDS FOR PLAYERS TO EXPLORE.

PLAYERS CONTROL THE INQUISITOR OR THEIR COMPANIONS MAINLY FROM A THIRD-PERSON PERSPECTIVE, ALTHOUGH A TRADITIONAL ROLE-PLAYING GAME TOP-DOWN CAMERA ANGLE IS ALSO AVAILABLE.

DRAGON AGE: INQUISITION RECEIVED "GENERALLY FAVORABLE" REVIEWS